2B. If the desired cube is currently on the T face, do the following sequence. Hold the cube so the desired cube is in the FRT position.

"Move FRT to BFL: R- B- R+

This moves the desired cube to the B face.

2C. Move the desired cube, which is now on the B face, under the desired top-corner position by rotating the B face. Hold the cube so the desired position is FRT and the desired cube is in the BFR position.

2D. Do the following sequence of moves to correctly position the desired top-corner cube.

"Move BFR to FRT: R- B- R+

2E. If the FRT cube is incorrectly oriented, do one of the following alternative sequences.

"Orient FRT: R- B2 R+ F+ B2 F-
Orient FRT: F+ B2 F- R- B2 R+

Note that the first sequence turns the corner cube counterclockwise. The second sequence turns the corner cube clockwise. As you gain experience, you will be able to choose the proper one. However, it does not matter which you choose for now.

2F. If the FRT cube is still incorrectly oriented, repeat the same sequence you chose in step 2E. This will leave the FRT cube correctly positioned and oriented.

Remember that you may have to repeat these 6 steps (2A-2F) as many as 4 times to position and orient each of the 4 top-corner cubes individually. Upon completion of this step, the top one-third of the entire cube will be correct. I hope you chose a color you like for the top face; otherwise, you might be very tired of looking at it. In any case, I hope you are not seeing "red" at this stage; there is still quite a bit more to do.

Short cuts

1. There are two additional alternative sequences for moving a cube from BFR to FRT. These put the cube in an orientation different from the sequence in step 2D.

Move BFR to FRT: F+ B+ F-
Move BFR to FRT: R- B+ R+ F+ B2 F-

The short cut is to decide when to use each of the three possible BFR-to-FRT sequences. You will be able to avoid the reorientation sequence this way.

2. Move any top-corner cubes that start out on the B face up to their correct position and orientation on the T face before bringing any cubes down from the T face. Moving a cube from the B face to the T face automatically brings a different corner cube back down; on occasion, this will be one you want to bring down, anyhow.